Street tree planting: Within the Bon Air Village, it is the intent of perimeter landscaping G, as detailed in section 19-518(g)(9), to require the installation of street trees to increase the aesthetic appeal of the village, encourage high-quality development, provide shade for pedestrians and improve the quality of the environment. To this end, the following standards shall be met when utilizing perimeter landscaping G:

Trees shall be installed behind the sidewalk. If it
is determined during the site plan process to be
impractical to install trees behind the sidewalk, they
may be installed between the street and the sidewalk.
If it is determined during the site plan process to be
impractical to locate large deciduous trees due to
conflicts with utility lines the trees may be relocated
or if that is impractical, small deciduous trees may
be substituted.



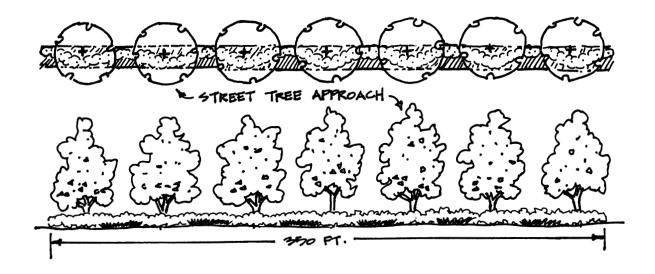
A row of trees planted along the road reinforces the traffic circulation pattern and creates a formal landscape theme.

- 2. Trees installed shall be suitable for use as street trees and shall be selected for their ability to survive under adverse growing conditions as well as their aesthetic value.
- While the intent of this section is not to require a single species to be planted throughout the entire
  village, the director of planning may require a particular species in a particular location based on existing
  area landscaping.

At least one large deciduous tree to be installed for each fifty (50) lineal feet. Continuous three (3) foot high hedge forms or decorative wall for the entire parking lot length. Low shrubs reasonably dispersed throughout.

## Perimeter landscaping G:

At least one large deciduous tree to be installed for each fifty (50) lineal feet. Continuous hedge forms, no shorter than three (3) feet at planting, for the entire parking lot length. Low shrubs reasonably dispersed throughout.



Street Section - Bon Air

Sidewalk

Public Construction ----

Small street tree

Masonry wall or hedge

Ultimate Right-of-Way

Decorative Light